

9 •Okurimono, Revered Sensei (0310) **2**

"Duty we do not because of emotion, but because of commitment to the society as a whole. Duty is greater than any individual."



CHARACTER • SHIKAMI • KIZEN • UNIT

POWER **2** TACTICS **7** DEFENSE **9**

This character is immune to attrition.

When this character enters play from your hand, you may download a weapon for each of your characters that has quickdraw.

Each of your other characters that has a weapon beneath it is power +2, tactics +2, and defense +2.

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6 •Yakan, Kitsune Aspect (032E) **3**

A mask worn by a spirit in the death stone, Yakan represents a fox demon, climbing trees and howling like a wolf.



NOBOT • SHIKAMI • BOT • UNIT

POWER **8** TACTICS **3** DEFENSE **5**

Size 3

Each time you perform an attack here, you may dismiss your stockpile asset that has a card stacked on it. If you do, you may take a card from your lost pile into your hand.

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1 Soulmaker (033B) **4**

In ancient tradition, a warrior's weapon represented his link to society and his bond with harmony. Sword makers such as Nai Ogatsu are highly valued.



CHARACTER • SHIKAMI • TECH • UNIT

POWER **1** TACTICS **1** DEFENSE **3**

Each time you drain here, if this character is at a site, you may pay 3 energy. If you do, take a random card from your lost pile into your hand.

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4 Master at Arms (037C) **1**

Chinobu Yoshi stood the watch to high alert. He wasn't going to be caught unawares by the Accord pirates again.



CHARACTER • TENNO • WARRIOR • UNIT

POWER **4** TACTICS **3** DEFENSE **5**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has one.)

Pay 2 energy ≈ Play a weapon from your lost pile at full cost beneath this character.

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3 Drive Tender (038B) **1**

The massive propulsion units that power a Gongen carrier are maintained by gishi like Yasai Tsu.



CHARACTER • TENNO • TECH • UNIT

POWER **2** TACTICS **1** DEFENSE **3**

As long as this character is aboard a ship, that ship and all units aboard it can't be damaged.

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2 Kyukimo A13 Welding Bot (039D) **4**

At the NōBot Facility operated by the artificial intelligence Shocho, no humans can be found.



CHARACTER • BOT • TECH • UNIT

POWER **1** TACTICS **1** DEFENSE **3**

When this character enters play from your hand at a site where you have a bot, you may take a bot or weapon from your lost pile into your hand.

If this character is lost from a site, remove it from the game.

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3 Komoku Patrol (043D) **3**

Each group of five fighters in a Gongen carrier wing has a pilot designated as flight leader.



SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER **2** TACTICS **2** DEFENSE **4**

When this ship enters play from your hand, look at the top card of your reserve. If it is a fighter, you may play it here. It costs 3 less energy to play.

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5 Tenno Assault Transport (044C) **2**

New carriers have been designed since the Gongen War of Independence.



SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER **4** TACTICS **3** DEFENSE **5**

Transport 4 (Each time this ship performs a movement action, you may move with it up to four of your fighters.)

- Put your fighter here on top of its owner's used pile ≈ This ship is tactics +1 and defense +1 until end of turn.

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4 Tenno Flagship (045C) **2**

Carriers enable the Tenryu to project its power quickly throughout the Solar System.



SHIP (CAPACITY 6) • TENNO • CAPITAL

POWER **4** TACTICS **3** DEFENSE **5**

Transport 4 (Each time this ship performs a movement action, you may move with it up to four of your fighters.)

- Put your fighter here on top of its owner's used pile ≈ This ship and all units aboard it are immune to attrition until end of turn.

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2

Promising Novice (034B)

3

Young students like Mina Shisayo have much to learn from Master Okurimono.

CHARACTER • SHIKAMI • WARRIOR • UNIT

POWER 2 TACTICS 2 DEFENSE 3

Pay 3 energy ≈ This character is defense +2 until end of turn.

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2

Retasked Miner (035E)

2

Although demolition is considered dishonorable, Okiro Hikyū volunteered to study it.

CHARACTER • SHIKAMI • INVERTER • TECH • UNIT

POWER 2 TACTICS 2 DEFENSE 4

When this character enters play from your hand, if you have three or fewer support icons, you may invert it.

Your opponent's battle destiny is -2 here.

DEFENSE 4 TACTICS 2 POWER 2

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2

Shrewd Forerunner (036E)

2

The plan to ensnare Red-lane involved a convoy to lure her and Shikami swordsmen to spring the trap. Nāgen Fusai was tasked with disguising his ship's energy signature.

CHARACTER • TENNO • TECH • UNIT

POWER 1 TACTICS 2 DEFENSE 5

When this character enters play from your hand, if you have three or fewer support icons, you may download a location that has a support icon.

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5

•Kujiko Oushi, the Honed Edge (040E)

2

Although his size makes a daunting impression, the speed of his sword is remembered longer. Oushi and his sister Torako are the best known of Okurimono's pupils.

CHARACTER • SHIKAMI • WARRIOR • UNIT

POWER 6 TACTICS 5 DEFENSE 7

Quickdraw 2 (Add two • to each activated ability on a weapon beneath this character that already has one.)

Lose 2 energy ≈ This character can't be damaged until end of turn.

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2

T.S.U. Defender (041B)

4

The Shikami shrine in Michiyo is protected by two troops of armored vehicles.

VEHICLE • SHIKAMI • UNIT

POWER 2 TACTICS 1 DEFENSE 4

Size 3, Transport 4 (Each time this vehicle performs a movement action, you may move with it up to four of your characters.)

Each time you drain here, if this vehicle is at a site, you may pay 3 energy. If you do, destroy target asset.

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5

•Tsuba of Shikami (042G)

1

Like the guard on a sword's grip, Gongen vehicles defend and support infantry and Nōbots.

VEHICLE • SHIKAMI • UNIT

POWER 4 TACTICS 2 DEFENSE 6

Size 3, Transport 4 (Each time this vehicle performs a movement action, you may move with it up to four of your characters.)

Dismiss this unit ≈ All your units here can't be damaged until end of turn. You may only use this ability if you have two or more units here.

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2

Darting Fighter (046E)

3

A reckless maneuver is worth the risk if it puts your ship on the enemy's tail.

SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER 2 TACTICS 2 DEFENSE 4

• Pay 1 energy ≈ Make each ship and each unit here defense -1.

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2

Pursuit Fighter (047E)

3

When the trap was sprung, fighters from the Tamon engaged the Accord bandits.

SHIP (CAPACITY 1) • TENNO • FIGHTER

POWER 2 TACTICS 2 DEFENSE 4

When this ship enters play from your hand, you may dismiss your stockpile asset with X cards stacked on it. If you do, you may destroy target asset with an energy cost of X or less.

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3

Resupply and Redeploy

2

Garrison forces on Ganymede rely on regular deliveries of provisions from Gongen.



ASSET

... Pay 0 energy ≈ Put a card from your hand on the top of your used pile. You may use this ability only during your control phase.

ILLUS. BY GUY GENTRY

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3 F 1

2

Kaban Charge (049D)

3

High-energy explosive, or the will of Gongen?



WEAPON (CHARACTER) • EXPLOSIVE

When your opponent attacks here, you may damage this character. If you do, damage target opponent's character here.

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3 X Com

1

Lessons of Battles Past (050B)

6

Gongen's smaller moon is still littered with the hulks of ships that crashed there during the Battle of Phobos.



ASSET

Each time one of your ships is destroyed, you may stack that ship on this asset.

As long as there is a card stacked here, your opponent causes attrition -1 in sector battles.

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3 X Com

1

Invincible (054E)

5

"Cannot be seen, cannot be harmed." —Sido, Gongen Philosopher



INTERRUPT (Lost)

Your target unit at a site can't be damaged until end of turn.

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3 X Unc

0

•No More Hiding (055G)

6

Hirazan could never master the lesson of patience.



INTERRUPT (Used)

You may play this interrupt only during a battle.
Make all units defense -1 until end of turn.

ILLUS. BY ILLUSTRATOR

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3 X Unc

1

Recovered Cargo (056E)

2

Some stolen goods from the Crimson Corsair were transferred to the Zocha before Red-Jane made her escape.



ASSET

Each time you drain, you may pay 3 energy. If you do, you may retrieve a card.

ILLUS. BY ILLUSTRATOR

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3 X Unc

3

•Sensei's Meditation (060D)

2

A master gains enlightenment through reflection.



ASSET

Each card you play costs one more support icon to play.

Each of your ships and units is defense +2.

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3 X Rare

2

Trample (168E)

3

Friendly troops must be wary or else they too may be trampled under foot.



INTERRUPT (Used)

You may play this interrupt only if your unit in a battle at a site has **Size** > 1.

Damage target opponent's character in that battle if its defense < **D** + size of your unit.

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3 X ???

1

Harm's Way (051A)

5

"In skating over thin ice our safety is our speed." —Ralph Waldo Emerson

ASSET

Each of your fighters is defense +1.

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3 X Com

0

• Claiming Honor (052E)

6

"My honor is my life, both grow in one, take honor from me, and my life is done." —William Shakespeare

ASSET • STOCKPILE

• Pay 0 energy ≈ The next time you play a weapon this turn, if there are two or fewer cards stacked here, you may make your opponent lose 1 energy and stack that card face down on this asset.

ILLUS. BY ILLUSTRATOR

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3 X Unc

1

• Advance to Balance (053B)

4

"Do not allow the situation to define your choice of weapon. Instead, choose a weapon to define your situation." —Okurimono

ORDER (Lost)

Reveal the top X cards of your reserve, where $X = 7 -$ the number of your locations. Play any locations revealed. Shuffle your reserve. If you played no locations, your opponent's battle destiny is -2 until end of turn.

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3 X Unc

0

Blood Feud (057B)

6

The Shikami sought vengeance from Raving Red-Jane and the crew of the Crimson Corsair for the slaughter of a Gongen patrol. They sent their best to extract it.

ASSET

Each asset costs 1 more energy to play.

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3 X Com

2

Piece by Piece (058D)

5

Shocho and his bot workers never sleep.

ORDER (Lost)

Starting with you, players take turns paying 1 energy to take a card into their hands from their lost piles until a player chooses not to.

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3 X Rare

0

Clash of Swords (059B)

6

Boarding parties prefer swords and axes for shipboard combat. No annoying hull breaches.

FPO

INTERRUPT (Lost)

You may play this interrupt only during a battle at target site.

The player or players who have the least number of units at that site must damage one of those units.

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3 X ???